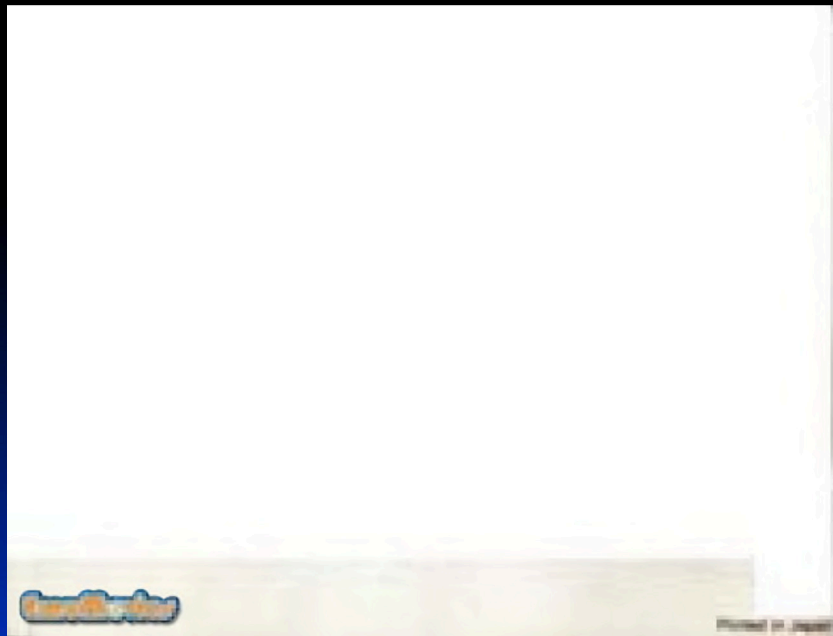
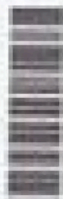


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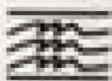


NES-0-004

INFILTRATOR



100000



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This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Please look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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Sunnyvale, CA 94086

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TOP TOP TOP TOP SECRET

Message to Captain, Army "James Brady" McGee, USA The following STOP

By: The destruction of the world on earth. STOP

Captain STOP

We need you STOP The world is on the brink of destruction. STOP Only you can save
it. STOP The Whaling Enterprise, Game™ (with 3 Attack Helicopters) is on the pad
STOP The Mail Leader must be stopped. STOP Only you can stop him. STOP Stay from
all all units. STOP Destroyed find a Game™ fight manual, world communication code
names and other mission info, weapons, list with pre/post processing matrix and the
mailing Guide to Ground Troop/Team Information (Private Station) STOP

Good luck, James-Brady-the fate of the world is in your hands. STOP

Respectful General James "Old Blood 'n' Guts" O'Donogherty

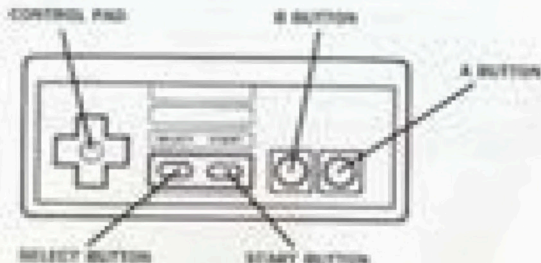
And now, the moment you've been waiting for...

You will begin all of your missions from Home Base, just beyond the border of the Mail
Leader's country. In the event you will be briefed about your mission goal just before
takeoff. You must successfully pilot your chopper from Home Base through enemy air-
space and reach one of the Mail Leader's installations to complete the ground mission
assigned during the briefing. There are three missions, each progressively more difficult.

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in keeping with your growing skill, motion, and weapons system. Good luck!

Press any button to exit the title screen. You may shoot your first mission either at Home Base or at the Enemy Base: press the Select Button to move the arrow. When the arrow is pointing to the action you want to select, press any other button to begin. To attempt a higher level mission, choose (ENTER) (RELEASED) (FOR) (MORE). You will then be asked for a password, which would have been assigned at the end of the previous mission. Press (L) and (R) on the Control Pad to change letters; press (Left) and (Right) on the Control Pad to move the cursor. When the password is complete, press any button to proceed.



OWNER'S FLIGHT MANUAL

Whirling Enterprises
introduces the
Game™ (aka. 3 Stack Chopper
"the Snuffmaster")

Your new Whirling Game™ (aka. 3 Stack Chopper) is loaded with the following special features:

- Turbo-Fused Fuel Processor Whirling Motor™ engine
- Whirling Motor™ air-cooled fuel seeking modules
- Anti-fuel-seeking module compression force
- Accelerator guided module shaft dispenser
- Whirling Whorl™ fuel filter
- Ultra-sophisticated communications systems
- State-of-the-art injector guidance, control, and fuel-flow systems
- Whirling Motor™ start fuel modules

TAKEOFF PROCEDURES

Upon entering the cockpit of your Glider, you will find yourself facing an almost infinite array of controls. At the bottom of the screen, note your hands holding the control sticks which control the movement of the helicopter. Take-off procedures are as follows:

1. Press the **Start** Button to start the engine.
2. When power indicates 100% RPM's, press **DOWN** on the Control Pad to lift off.
3. To accelerate, hold down the **A** Button and press **UP** on the Control Pad.

THE CONTROLS

DOWN: Press **DOWN** on the Control Pad

UP: Press **UP** on the Control Pad

ACCELERATE: Hold down the **A** Button and Press **UP** on the Control Pad

DECELERATE: Hold down the **A** Button and Press **DOWN** on the Control Pad

SWAY LEFT: Press **LEFT** on the Control Pad

SWAY RIGHT: Press **RIGHT** on the Control Pad

SPIN CLOCKWISE: Hold down the **A** Button and press **RIGHT** on the Control Pad

SPIN COUNTER-CLOCKWISE: Hold down the **A** Button and press **LEFT** on the Control Pad

COCKPIT DISPLAYS

WARNING LIGHTS

Six warning lights are displayed at the top of the cockpit. If a buzzer sounds and a light is flashing red, it indicates:

- 1. Engine Overheat
- 2. Battery Overheated
- 3. Oil Overheated
- 4. Fuel Low
- 5. Airframe Over 200 ft.
- 6. RPM Deficiency in engine or rotor

The warning lights will alert you to any critical conditions that require immediate action. You have voice direct control over the 1, 2, 3, and 4 warning lights. The 5, 6, and 6 lights refer to problems that cannot be corrected in flight. In these cases, you should reach your destination as quickly as possible and avoid any further damage from air control.

BATTERY AND OIL TEMPERATURE GAUGES

These gauges are located on either side of the warning lights—the battery gauge on the left and the oil gauge on the right. When these gauges reach the danger zone, a dash stroke warning will be heard and the warning lights will begin to flash. If this happens, you must immediately give your command to reduce stress on the battery and turn off the rotor to prevent oil.

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FUEL GAUGE

Your fuel gauge is located on the right side of the cockpit. As your fuel decreases, the red bar will move from right to left. The tank is empty when the red bar disappears.

SPEED INDICATOR

Your speed indicator is located at the upper left corner of the Control Panel. It shows your present speed in knots. Maximum speed is 400 knots, or 800 knots with the turbo engaged.

AUTOMATIC DIRECTION FINDER (ADF)

The ADF gauge is located at the top center of the Control Panel, and will aid you in locating the present destination. Therefore, you may want to program it immediately after takeoff (see Communications). Once programmed, the ADF always points toward your destination. If the ADF is pointing straight up, you are on course and will naturally reach your target regardless of the compass heading. veering off course will cause the ADF to turn, adjusting itself to the target's orientation. To correct the orientation of the gauge so that it is heading toward your destination, turn in the direction the ADF is pointing until the ADF points straight up again. If the ADF is turning clockwise, it has not been properly programmed at the Communications Terminal. If the ADF is flashing and turning rapidly, you are directly over your destination. In this case, you should proceed down and proceed to land immediately.

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ALTITUDE

The altimeter gauge is located in the upper right corner of the Control Panel, and displays your present altitude in feet. Each time the altimeter goes past 1.2 inches, it registers 1000 ft. Maximum altitude is limited to 10000 ft. If your altitude is below 1000 ft., the low altitude warning light will begin to flash and a buzzer will sound.

RPM INDICATOR

The RPM (revolutions per minute) indicator is located in the lower left corner of the Control Panel, and displays the rate at which the blades are spinning. Helicopter blades do not speed up or slow down to maintain a constant rate, since it's the RPM of the blades that causes the movement. The onboard computer system monitors and maintains constant RPM. Maximum RPM is 12000, and no flying can take place until the RPM is at or above optimum.

ARTIFICIAL HORIZON

The artificial horizon gauge is located at the bottom center of the Control Panel. It calculates the Gyro's degree of tilt or bank and whether you are climbing or diving by the location of the horizon line in relation to the stabilization point. If the artificial horizon is level and centered in the gauge, you are flying straight and even.

DIRECTIONAL COMPASS

The compass is located in the lower right corner of the Control Panel, and displays the heading of the Gyro in degrees.

Other helicopter functions are displayed in two columns on either side of the

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Control Panel:

B Move	B Radio (Communications)
B Gun (Cannon)	B Status (Computer Terminal)
C Craft	T Turb
R Radar	R Radar

The letter of the active option is highlighted. Once you are entered, you will be able to switch options by pressing the Select Button to scroll down or the Start Button to scroll up through the options. To select an option, press the B Button when that letter is highlighted. All of these options can be changed by using the:

MISSILES

To fire a Whizzing Warrior™ or other homerevering missile, highlight the "M" option and then press the B Button. You have a limited number of missiles per mission.

CANNONS

To fire the Whizzing Warrior™ Storm cannon, highlight the "C" option and then press the B Button. You have unlimited ammunition.

CHAFF

To drop chaff, highlight the "C" option and press the B Button. Antiradar chaff missiles can be dropped by dropping chaff (series of letters) into the box, creating a false radar image of the Gerni. If a homing-guided missile is heading toward the Gerni, the "C" option will begin to flash to indicate that chaff should be used.

FLARES

To set a flare, highlight the "F" option and press the B Button. Flares are made of midg sections, and are used as decoys to fool enemy land-seeking missiles. Also, knowing that the flare is actually your vehicle, if a land-seeking missile is heading toward the Game, the "F" option will toggle to false to indicate that a flare should be used.

RADIO

See the section below titled "Communications."

STATUS

See the section below titled "The Computer Terminal."

TURBO

To activate the Whirling Whopper™ Turbo Booster, highlight the "T" option and press the B Button. Once activated, the "T" will flash continuously. The Turbo Booster doubles your present speed to a maximum of 800 knots. It also causes the jet to heat up at a very fast rate, so it should be used sparingly. To deactivate the Turbo, highlight the flashing "T" option and press the B Button.

WHISPER MODE

To activate the Whirling Whopper™, highlight the "W" option and press the B Button. Once activated, the "W" will flash continuously. Whisper mode prevents the Game, and must be activated when attempting to make a secret landing; otherwise, the noise of the helicopter could alert enemy ground personnel. To deactivate Whisper mode, highlight the flashing "W" option and press the B Button.

COMMUNICATIONS

The Working Console™ (WSC) is equipped with highly sophisticated communications equipment. To display the Communications Terminal (which is located to the left of the console screen), highlight the "C" option (Pilot) and press the B Button. The Communications Terminal has a message area along the top, and indicators for the ACP (Automatic Direction Finder), Send Message (S), and Receive Message (R). The default order for is Receive.

ACP

The required ACP value can be found in the lower left corner of the Console Terminal. To program the ACP, press the Select Button until "ACP" begins to flash. Then press UP or DOWN on the Control Pad until the correct value is displayed. Your ACP will not function properly if the correct value is not entered.

SENDING AND RECEIVING MESSAGES

You will encounter other aircraft as you fly to your destination. There may be other refueling units and flying to view the West Coast, or enemies obviously loyal to the Maf Leader and his evil goals. When you encounter another aircraft, you should immediately request identification from the pilot to determine whether he is a friend or an enemy. Since there are no distinguishing markings on your opponent, other pilots will stop by to determine your location and intentions. Your only really secret your identity (PAR, TBA, TCR) is a friend, but you should conceal your real identity from enemy pilots by giving them a false ID. (COVERED). It is important that you request the other pilot's ID first since you know which side he's on, you'll be able to respond correctly.

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You may send one of three messages to another console:

REQUEST ID

INFILTRATOR (your L2 to a friend)

OVERLORD (your L2 to an enemy)

To send one of these messages, press the Select Button and the correct message is displayed, then press the B Button. You will send your message to the other console, and return you to the combat view. When the other console responds, you will be returned to the Communications Screen automatically and his message will be displayed at the top of the screen. Examine his code name, with experience, you should be able to distinguish friendly code names (WHIPPY, KRAMER) from those of your enemies (DOOMER, SCORP).

If you give the other your ID, you will be allowed to continue on your own. Give the wrong ID, and you'll end up in a battle that will last until one of you is destroyed. By the way, there are a few messages out there...other infiltrators, who have slipped from the chain. These guys will attack no matter how you respond, so be prepared!

Sample exchange:

You: **REQUEST ID**

Other: **WHIPPY REQUESTING IDENTIFICATION**

You: **INFILTRATOR**

Other: **GOOD LUCK KRAMY**

You: REQUEST ID
Other: SCUM REQUESTING IDENTIFICATION
You: OVERLORD
Other: YOU ARE CLEARED TO PROCEED

To return to the control view without sending a message, press the Select Button with either A/P or R (Received is flashing, then press the B Button).

THE COMPUTER TERMINAL

To display the Computer Terminal (which is located to the right of the cockpit screen), highlight the "C" option (Status) and press the B Button. The Computer Terminal shows a Terminal Map of the area, the computer heading which should be programmed into the A/P, a status panel that shows any damage sustained in battle, and inventories for Weapons, Food, and Staff.

TACTICAL MAP

The large graphical map shows the West Coast's country; your position is displayed by a flashing circle. If you have programmed the A/P correctly, a flashing square will appear to indicate your destination.

STATUS DISPLAY

This panel displays status lights for a variety of shipper functions:

COMMUNICATIONS
DEFENSE (Staff and Weapon)

TACTICAL TURN ENGINE WEAPONS

If damage is sustained in battle, the green light next to any damaged function will begin to flash red. Below the status lights are bar indicators for remaining Missiles, Flares, and Chaff. As your supply of each decreases, the green bar for that item will gradually disappear. When the bar is entirely gone, you have used up your supply of that item.

Press either the A or the B Button to return to the cockpit view.

LANDING PROCEDURES

Once you have arrived at your assigned destination, follow these procedures to land safely:

1. Reduce your speed to between 5 and 20 knots.
2. Make sure that the artificial horizon is level and that you are not banking.
3. Decrease your rate of descent to a minimum.

Once you have descended below 200 ft., you will hear a low altitude warning buzzer. Turn on the Whirling Winger™ auto-brake feature and decrease your rate of descent. When your altitude is reduced to 5, the Game will land all weapons and troops safely on it into the ground. If you have landed at the proper destination, the ACF gauge will be

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flipping and turning rapidly. While on the ground, do not touch, scramble, or vomit. If you do, you'll crash.

A big number of other problems can lead to a crash: incorrect takeoff or landing, too much damage, engine damage, exhausted oil or fueling, or running out of fuel. If you crash while flying or landing, you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice of starting from scratch or starting a new mission. You cannot unlock up a new mission before completing the previous one.

PAUSE

To pause the game, switch to either the Computer Terminal ("C") or the Communications Term Terminal ("R"). The game will pause until you're ready to proceed, which refers to the main screen to continue.

THE McGIBBITS GUIDE TO GROUND INSTALLATION INFILTRATION

(POCKET EDITION)

Beating (or fleeing) the enemy is the key to a successful ground mission. With this in mind, you have disguised yourself as an enemy guard. Your objective is to complete the mission displayed in the briefing without being captured, blown up, or running out of time. You get five chances—after that, you're out of luck. There are three increasingly difficult missions. Once you finish a mission, you will get your next assignment.

THE MISSIONS

Mission One: Your first mission is to reconstruct a vat of deadly nerve gas in the Mad Leader's compound. To do this, you must find the four chemical components hidden in the compound and bring them to the lab, where they will be analyzed. (You will need to find the actually used to unlock the doors to important rooms.) Determine which chemical is the nerve gas neutralizer. Then locate the Mad Leader's vat of deadly nerve gas, use the neutralizer on it, and get out of there fast!

Mission Two: Your second mission is to find the famous scientist Dr. Phineas Gump and rescue him from the clutches of the Mad Leader. Again, you'll need to find the actually used to unlock the doors to important rooms. To get Dr. Phineas out of the compound, you must find the flexibility pill and give it to him then make your escape.

Mission Three: Your first and most difficult mission is to locate and destroy the Mad Leader's mobile control room by shooting explosives. To open the control room, you must first find the hidden security code. Once the last bomb is set, you've got only a short time to get out before the whole place blows sky high. Good luck!

GETTING STARTED

YOU see the small figure on the screen standing next to your trusty Gun. Press (Z), (DOWN), (LEFT) and (RIGHT) on the Control Pad to move in the corresponding direction. The time remaining for your mission is displayed in the bottom right corner of the screen. If time runs out, your mission will end and you'll have to start over. You have about 20 minutes of real time for each mission track you have loaded. To pause the game, press the Select Button to go to the Inventory Screen. The game will pause until you're ready to play again; simply press the Select Button and return to the Main Screen to continue.

INVENTORY ITEMS

You have been provided with a number of special items to help you complete your missions. The active item is indicated at the bottom of the screen; press either the A Button or the B Button to use the active item. Items are displayed on an Inventory Screen; to view your inventory, press the Select Button. The active item is surrounded by a flashing white box, and the name of that item appears in the middle of the screen. At the beginning of each ground mission, PAPERB is the active item. Press (LEFT) or (RIGHT) on the Control Pad to activate a different item.

The Inventory Screen also shows your remaining supply of Sleeping Gas (SPGAS), Gas Grenades, and Gas Masks. If you find an important item during your search of the Enemy Base, this will be indicated at the bottom of the Inventory Screen. Press the Select Button to return to the Main Screen. The Inventory items include:

SLEEPING GAS

This item is a bottle (cannon strapped inside your jacket) which contains a substance, called sleep inducing gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. When the sleeping gas is active, press either the A or B Button to spray the gas. (This item specially treated head plugs which allow you to breathe the gas without harm.)

GAS GRENADES

These have the same effect as the sleeping gas bottles, except that they have greater range. When used inside, all guests in the room where the gas grenade is thrown will fall asleep.

IDENTIFICATION PAPERS

These are your fake I.D. papers. You should show your papers whenever a guard asks to see them. Always (SPGAS) on your Inventory Screen. If they are not already active, then stand next to the guard and press either the A or B Button. The guard will examine your papers and decide whether or not they are "in order" and says: "If they are in order, you will be allowed to go about your business unhindered. If they are not in order, you have a short time to get the guard or not ready before he tries to take you in for "questioning." Be concerned that spring traps will cause the guard to stand on them throughout the restaurant.

MINE DETECTOR

The Mad Scientist's guards have placed land mines at various locations throughout the compound and surrounding region particularly in wooded areas. To use the mine detector, select this item on the Inventory Screen and hold down either the A or B Button as you walk around. The mine detector beeps to let you know it is working. If you step near a mine when the detector is activated, the mine will be exposed but will not detonate. Stepping on a mine without the detector activated is fatal and stops.

EXPLOSIVES

In Mission Three, you'll need to set explosives in the missile control room. To do this, select EXPLOSIVES on the Inventory Screen, when you're in front of the main control panel in a control room, press UP on the Control Pad to plant the explosion. Only one bomb is permitted in each room. After setting your last bomb, an automatic countdown timer will go off you then have about 30 seconds to leave the building before the bombs detonate.

MISSION INTERFERENCE

Enemy guards within the compound are fanatically loyal to the Mad Scientist. They're assigned to patrol certain areas of the compound, and will carry out their orders unflinchingly. If one of the guards spots you, he will most likely just let you pass by by taking guard's face and hands turn red. The guard's speech will appear in the middle of the screen. If you do not comply with his orders, he'll set off an alert and guards throughout the compound will chase after you. If you get a guard who he is talking to you, he'll let you pass and forget ever having seen you.

MAPPING

While you are inside a building, a mini-mapping unit will appear at the bottom of the screen. Rooms are shown as boxes; the room you are in is represented by a flashing box. Moving into a new room adds it to the map. Rooms are color-coded as follows:

Red: Designates a room of great importance (green, control room, etc.)

Yellow: Designates a room of no special importance

SEARCHING THE BUILDINGS

Once inside a building, you may search any of the cabinets on the top or wall of most room stairways; on the side walls seem to be empty. I. Inside, you may find gas, gas meters, security cards, and other useful (and not so useful) items. To search a cabinet, stand in front of it and press UP on the Control Pad; but in the middle of the screen will let you know what you find. Changing disguises may be of some help in fooling enemy guards. To change uniforms, stand directly in front of a uniform hanging on a coat rack and press UP on the Control Pad until you have finished changing. An outline here and accompanying text will indicate when you have finished.

SILENCING THE ALARMS

- Inside the compound buildings, an electronic alarm card will turn off the alarms temporarily. If you find the alarm card, a line of text at the bottom of the screen will note this. Once you have it, make your way to the alarm control cabinet, stand directly in front of the card slot in the wall and press UP on the Control Pad. This will cause the electronic card in your possession to be inserted into the slot, temporarily silencing the alarms. Note that you do not have to activate the electronic card (or any

other than you find) to use it. If you have it in your possession, it will be activated automatically. The card will work only once during a mission.

LOCKED DOORS

Locked doors must be deactivated before you can enter those rooms. To open all of the locked doors in the enemy compound, you must first find the security card. Once you have found it, a line of text will appear on the bottom of the Inventory Screen to indicate this. Next, you must find the security room (it is the room with the red status indicator light on the wall and a password slot directly below it). To unlock all the doors, stand directly in front of the security card slot and press [F] on the Control Pad. The red status indicator light will turn from red to green to indicate that all of the locked doors are now open. Note that you do not have to activate the security card to use it. If you have it in your possession, it will be activated automatically.

MAKING YOUR ESCAPE

If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section will take you inside so that you can return home. If you haven't completed your mission, you won't be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the Inventory Screen. A message will be displayed when you have completed the assignment, to let you know it's time to get out of there.

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LIMITED WARRANTY

Nintendo Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the trouble by one or more of the following measures:

- Reorient the receiving antenna
- Move the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. (20540), Stock No. 004-000-003495-4.

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